

RGB全彩影视灯使用说明书 FULL COLOR VIDEO LIGHT OPERATION INSTRUCTIONS



		0~44	Cold light			1. For dow	Android and Harmony(nload the APP. For And	DS systems, scan the QF roid, Hongmeng and IOS s	R code be systems. vo
		45~89	RGB light Light effect RGBCW CINGEL			sear	ch for e-Links in the app	market to download.	· j · · · , j ·
1	Mode	90~134				2. Con ①.	When the light is turned	l on, the Bluetooth is on. If	f a mobile
		135~179					has been paired before device list" to start the r	, directly click the "name on nobile phone control.	of the light
		225~255	XY			2.	If there is no paired m	obile phone before or ne	ed to be
		0~18	Breathing	133~151	Damaged bulb	3.	Connection method: Tu	rn on the Bluetooth of the	mobile pho
	Types	38~56	Lightning	171~189	Welding		Enter the APP $ ightarrow$ Click 1 "lamp name under the c	he "+" in the upper right co levice list" \rightarrow Complete.	orner \rightarrow Cl
2	of light	57~75	Television 190~208		SOS	4.	Lighting group: Turn on	the Bluetooth of the mobile	e phone \rightarrow
	enects	76~94 95~113	Flash Blaze	209~227	Color cycle		group +" \rightarrow Enter the c	levice group \rightarrow Add or de	elete a dev
		114~132	Party	247~255	Flicker	3. APP	Complete. operation:		
3	Brightness	0~200: 0~	-100% 201	~255: 100%	6	Whit	e light: Can be controll n / magenta mode.	ed to adjust color tempera	ture, brigh
4	ССТ	0~240:20 X: 0~255:	000K~10000F : 0~0.9999	241~255	5: 10000K	Colo	r light: can be contro	lled to adjusted the hue,	, saturatio
5	Chromaticity	0~240: 0~	-360 2	41~255: 36	60	Ligh	t effect: 14 light effect p	arameters can be controlle	ed and adju
		0~200: 0~	-100%	201~255: 1	00%	Prof ON/	ession: Can control RGI OFF: turn on/ turn off	3CW, color paper, X, Y pa	rameters.
6	Saturation	GM: 0~20	0: -1.0~1.0;	201~255:	1.0				
7	Frequency	0~250: 0-	~10 2	251~255: 10) 155 [.] B			A JAN SALAN HAN SALAN	
		RGBCW	156~207:CW	207~255:W	N				
		Breathing Light 0~51: CCT Mode 52~255:RGB Mode Warning Light 0~51: Red 52~103:Blue Total 104~155:Blue+Red 156~207:Blue+White Preworks 0~51: Monochrome 52~255: Multicolor O~51: White 52~103:Red			<u>学者:新知</u> 知				
8	Color				07:Blue+White			CYNER -	
	combination					eLinks			
					d Multicolor				
Net 1		SOS	104~155:Blue	156~255:G	reen	FOL	○ Inter F	SKOC Systems 2022	y o-cii lif
Note: It can control through DMX is	ontrol multiple of input or output;	nevices at the s Theoretically up	same time to a p to 32 devices	chieve multi-la can be contro	amp joint control illed.		⊌ Inter L	2022	
		2	23					24	
Specific	ations					Cust	omer Information		
Name	RGB \	/ideo Light	Model	P120S		Attn:		Tel:	
Input	DC 20	V / 1.8A(max)	CCI	2000K-10	000K	Add:			
Light I	Effect 15 kind	ls	CRI	Ra≥95					
Size	~1130	×43.3×43.4mn	n Battery	5200mAh	ı / 14.8V	Prod	uct Information		
Charg	ing Port	DC	Weight	1.1kg		Produ	ct Model:	Purchase Date:	
Worki	ng Envirionm	ent Indoor	/outdoor			Produ	ct Serial Number:		
Storag	ge temperatu	re -10~50	5 C			Prod	uct Maintenance Ro	ecord	
Note:	LED light sour	ce of this lamp	o is irreplacea	ble, please re	place the	Date	Maintenance Center Name	Fault and Handling	Finish D
		.grit oouroo oor							
	FASE	NOTE							
P	LEASE	NOTE							
1. Keep	LEASE the batteri	NOTE es away fr	om fires a	nd high					
1. Keep tempera	the batteri	NOTE es away fr	om fires a	nd high					
1. Keep tempera 2. Do no 3. Do no	the batterio tures. It place the ot modify o	NOTE es away fr light in fire r take this	om fires a e in case o product a	nd high of explosic apart, Don	on. 't shake.	The	Dealer Information		
1. Keep tempera 2. Do no 3. Do no beat or s	the batteric tures. It place the ot modify o strike it.	NOTE es away fr light in fire r take this	om fires a e in case o product a	nd high of explosic apart. Don	on. 't shake,	The I	Dealer Information	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da	the batteritures. the batteritures. the place the bat modify constrike it. e check the image to the	NOTE es away fr light in fird r take this e voltage r he light.	om fires a e in case o product a requiremen	nd high of explosic apart. Don nts before	on. 't shake, using to	The Comp Add:	Dealer Information	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr	the batteri tures. It place the ot modify o strike it. e check the mage to the en should	NOTE es away fr light in fire r take this e voltage r e light. use this pro	om fires a e in case o product a requirement oduct in th	nd high of explosic apart. Don nts before e compan	on. 't shake, using to y of their	The Comp Add: Signat	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the old	LEASE the batteritures. It place the ot modify of strike it. e check th mage to th en should is. To avoi owing surfa	NOTE es away fr light in fire r take this e voltage r he light. use this pro d eye injur ace.	om fires a e in case o product a requiremen oduct in th y, please o	nd high of explosic apart. Don nts before e compan do not lool	on. 't shake, using to y of their k directly	The Comp Add: Signat	Dealer Information any Name: ure:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardian at the glu 6. Please	LEASE the batteritures. It place the ot modify of strike it. e check the mage to the en should is. To avoid powing surfaces e charge	NOTE es away fr light in fire r take this e voltage r light. use this pro d eye injur ace. the light	om fires a e in case o product a requiremen oduct in th y, please o at least	nd high of explosic apart. Don nts before e compan do not lool once eve	on. 't shake, using to y of their k directly ery three	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glu 6. Please months. while cha	the batterit tures. It place the ot modify of strike it. e check th mage to the en should is. To avoi owing surfa- se charge And don'the arging.	NOTE es away fr light in fire r take this e voltage r he light. use this pr d eye injur ace. the light t put it into	om fires a e in case o product a requirement oduct in th y, please o at least o water of	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi	on. 't shake, using to y of their k directly ery three ironment	The Comp Add: Signat	Dealer Information any Name: uure:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glo 6. Please months. while cha 7. Please	the batteri tures. It place the ot modify of strike it. e check the mage to the en should is. To avoi owing surfa- se charge And don't arging. e plug out the strike it.	NOTE es away fr light in firi r take this e voltage r le light. use this pro- d eye injur ace. the light put it into	om fires a e in case o product a requiremen oduct in th y, please o at least o water on cord while	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using	on. 't shake, using to y of their k directly ery three ironment this light	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the gla 6. Please months. while cha 7. Please to avoid	the batteritures. t place the t modify of trike it. e check the mage to the en should is. To avoid owing surfaces And don't arging. e plug out t injury and o do a t	NOTE es away fr e light in fire r take this e voltage r he light. use this pr d eye injur ace. the light the light damage, /	om fires a e in case o product a requirement oduct in th y, please o at least o water of cord while And long p	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh	on. 't shake, using to y of their k directly ery three ironment this light nut down.	The Comp Add: Signat	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glo 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. the batteritures. t place the ot modify of strike it. e check the mage to the en should is. To avoid owing surfaces And don'ta arging. e plug out to injury and e do not pug.	NOTE es away fr e light in firu r take this e voltage r he light. use this pro- d eye injur ace. the light it into damage, <i>j</i> t it in damp	om fires a e in case of product a requirement oduct in th y, please of at least b water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light nut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glu 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. t place the t place the t modify of trike it. e check the mage to the en should is. To avoid owing surfa- se charge And don'ta arging. e plug out t injury and e do not pula.	NOTE es away fr e light in fire r take this e voltage r he light. use this pr d eye injur ace. the light the light the power damage, t ti in dam	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light nut down. ter when	The Comp Add: Signar	Dealer Information any Name: uure: The user to	Purshase Date: 	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the gle 6. Please months. while cha 7. Please to avoid 8. Please charging	the batterit tures. It place the ot modify of strike it. e check th mage to the en should is. To avoid owing surfa se charge And don't arging. e plug out 1 injury and e do not pu J.	NOTE es away fr light in fire r take this e voltage r he light. use this pro- d eye injur ace. the light c put it into the power damage, / t it in dama	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light ut down. ter when	The Comp Add: Signat	Dealer Information any Name:	Purshase Date: 	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glo 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	LEASE the batterit tures. It place the ot modify o strike it. e check the mage to the en should is. To avoid powing surfa se charge And don't arging. e plug out i injury and e do not pula.	NOTE es away fr e light in firr r take this e voltage r le light. use this pro- d eye injur ace. the light put it into damage, / t it in damp 2	om fires a e in case of product a requirement oduct in the y, please of at least p water of cord while And long p p environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to ny of their k directly ery three ironment this light tut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date: 	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glu 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. t place the t modify of trike it. e check the mage to the e check the mage to the en should is. To avoin owing surfa- se charge And don't arging. e plug out t injury and e do not pu j.	NOTE es away fr light in fire r take this e voltage r he light. use this pro- d eye injur ace. the light t e uit into the power damage, / t it in damp 2	om fires a e in case o product a requirement oduct in th y, please o at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light nut down. ter when	The Comp Add: Signar	Dealer Information any Name: uure: The user to	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glo 6. Please months. while cha 7. Please to avoid 8. Please charging	the batterit tures. t place the ot modify of strike it. e check th mage to the en should is. To avoi owing surfa se charge And don't arging. e plug out i injury and e do not pu	NOTE es away fr e light in fird r take this e voltage r light. use this pro- deye injur ace. the light the power damage, / t it in dama 2	om fires a e in case o product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light hut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date: Save Lost not fill 26	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glu 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	the batteritures. t place the tot modify of strike it. e check the mage to the en should is. To avoid owing surfa- se charge And don'targing. e plug out f injury and e do not pull.	NOTE es away fr e light in firr r take this e voltage r le light. use this pro- d eye injur ace. the light put it into the power damage, / t it in dam	om fires a e in case o product a requiremen oduct in th y, please o at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light nut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glu 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. t place the to modify of strike it. e check the mage to the e n should is. To avoid owing surfaces And don't arging. e plug out 1 injury and e do not pulation	NOTE es away fr e light in fire r take this e voltage r le light. use this pro- d eye injur ace. the light put it into the power damage, / t it in dama	om fires a e in case o product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light ut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glo 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	the batterit tures. t place the of modify of strike it. e check the mage to the en should is. To avoi oowing surfa se charge And don't arging. e plug out t injury and e do not pul.	NOTE es away fr e light in fir r take this e voltage r light. use this pro- d eye injur ace. the light put it into damage, / t it in damp 2	om fires a e in case o product a requiremen oduct in th y, please o at least b water on cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, e using to ay of their k directly ery three fronment this light hut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
2. Do no 3. Do no beat or s 4. Please avoid da 5. Childre guardiar at the glu 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. t place the t modify of strike it. e check the mage to the e n should is. To avoid owing surfar arging. e plug out t injury and e do not pu	NOTE es away fr e light in fire r take this e voltage r light. use this pro- d eye injur ace. the light c put it into the power damage, / t it in damage 2	om fires a e in case o product a requirement oduct in th y, please o at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light ut down. ter when	The Comp Add: Signal	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childrr guardiar at the glo 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. the batteritures. t place the ot modify of strike it. e check the mage to the en should is. To avoi owing surfa- se charge And don't arging. e plug out 1 injury and e do not pu-	NOTE es away fr e light in firu r take this e voltage r le light. use this pro- deye injur ace. the light the power damage, <i>J</i> t it in damage 2	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, e using to ay of their k directly any three ironment this light tut down. ter when	The Comp Add: Signar	Dealer Information any Name: The user to	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glu 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	the batteritures. t place the tot modify of trike it. e check the mage to the e n should is. To avoid owing surfa- arging. e plug out the injury and e do not pug.	NOTE es away fr elight in firir r take this e voltage r leight. use this pro- d eye injur ace. the light put it into the power damage, / t it in dam	om fires a e in case o product a requirement oduct in th y, please o at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light hut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glo 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. the batteritures. t place the to modify of strike it. e check the mage to the en should is. To avoid owing surfaces arging. e plug out 1 injury and e do not pul.	NOTE es away fr e light in fird r take this e voltage r light. use this pro- deye injur ace. the light put it into the power damage, / t it in damage 2	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light nut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glu 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	the batteritures. t place the tot modify of trike it. e check the mage to the en should is. To avoid owing surfaces and don't e plug out the injury and e do not pug.	NOTE es away fr elight in firir r take this e voltage r leight. use this pro- d eye injur ace. the light put it into the power damage, / t it in damage 2	om fires a e in case o product a requirement oduct in th y, please o at least o water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light tut down. ter when	The I Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glu 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	the batteritures. the batteritures. t place the of modify of strike it. e check the mage to the en should is. To avoi oowing surfa se charge And don't arging. e plug out t injury and e do not pul.	NOTE es away fr e light in firir r take this e voltage r le light. use this pro- d eye injur ace. the light put it into the power damage, / t it in damp 2	om fires a e in case of product a requirement oduct in th y, please of at least b water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, e using to ay of their k directly ery three ironment this light ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Please avoid da 5. Childr guardiar at the glo 6. Please months. while cha 7. Please to avoid 8. Please charging	the batteritures. the batteritures. t place the of modify of strike it. e check the mage to the en should is. To avoii owing surfa- se charge And don'the arging. e plug out i injury and e do not pul.	NOTE es away fr e light in firu r take this e voltage r light. use this pro- deye injurace. the light to put it into the power damage, / t it in damage 2	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p o environn 25	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using press to sh nent or wa	on. 't shake, e using to ay of their k directly ery three ironment this light ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	
1. Keep tempera 2. Do no 3. Do no beat or s 4. Pleas avoid da 5. Childr guardiar at the glu 6. Pleas months. while cha 7. Pleas to avoid 8. Pleas charging	LEASE the batteritures. It place the ot modify of strike it. e check the mage to the en should is. To avoio owing surfa- arging. e plug out the injury and e do not pup.	NOTE es away fr e light in firir r take this e voltage r le light. use this pro- d eye injur ace. the light put it into the power damage, / t it in damage 2	om fires a e in case of product a requirement oduct in the y, please of at least p water of cord while And long p o environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi not using oress to sh nent or wa	on. 't shake, e using to ay of their k directly ery three fronment this light ter when	The Comp Add: Signar	Dealer Information any Name: ure: The user to	Purshase Date:	
2. Do no 3. Do no beat or s 4. Please avoid da 5. Childre guardiar at the glu 6. Please to avoid 8. Please to avoid 8. Please charging	the batteritures. the batteritures. t place the to modify of strike it. e check the mage to the en should is. To avoid owing surfaces and don'the arging. e plug out 1 injury and e do not pul.	NOTE es away fr e light in firu r take this e voltage r light. use this pro- deye injura- ace. the light. put it into the power damage, / t it in damage. 2	om fires a e in case of product a requirement oduct in th y, please of at least o water of cord while And long p p environn	nd high of explosic apart. Don nts before e compan do not lool once eve r wet envi oress to sh nent or wa	on. 't shake, using to y of their k directly ery three ironment this light ut down. ter when	The Comp Add: Signar	Dealer Information any Name:	Purshase Date:	



工艺要求:

料号: B.AC.0000390 规格: 双面/28P 品名: P120S说明书 LUXCEO品牌 尺寸:成品尺寸:98*142 MM 封面封底内页材质: 157克双铜 颜色:4色 要求: 骑马钉册子 日期: 230131 (修改内容)